Michael Villamor

Jersey City, NJ | 845-300-4469 | michael.villamor300@gmail.com | linkedin.com/in/michael-villamor/

Technical Skills & Technologies:

Strong: JavaScript (ES7+), TypeScript, React, Redux (RTK), REST API, Node.js, Express.js, HTML/CSS/SASS, Vanilla DOM manipulation, TDD (Jest/Puppeteer/SuperTest), NoSQL databases (MongoDB), SQL (PostgreSQL/MySQL), Electron.js, Docker-Compose, Webpack, Git, Postman

Experienced: AWS(EC2, S3), CI/CD (Jenkins), D3.js, System Design, Jira, figma, Authentication (Bcrypt, OAuth), jQuery, Python, Material UI, Chakra UI, Tailwind, Bootstrap, Vite.js

Experience

Full Stack Engineer | Nautilus - A Docker Compose Charting Application

2022 - Present

- Developed a tool that converts and deploys docker-compose files locally via abstraction and integration of the Docker CLI and provides visualizations for containers to streamline the development process
- Employed React with hooks for its stateful components to ensure fast and efficient UI updates and one-way data flow and readability
- Transitioned application to Redux through RTK to supply a single source of truth for state management in order to reduce prop drilling, create cleaner and more readable code, and provide scalability and maintainability to the application for new components and features
- Architected the design of a modernized and intuitive UI for the application using figma and took lead on its implementation in order to provide an enhanced user experience
- Utilized TypeScript for its strong static typing to prevent implicit type coercion during development, enabling early bug detection and improving overall legibility of codebase by providing enhanced readability and error handling
- Packaged application with Electron to enable a desktop ready product tailored for various OS systems, eliminating
 exposure to network calls and ensuring confidentiality of docker container information and providing a versatile
 developer environment
- Product developed under tech accelerator OS Labs | https://github.com/open-sourcelabs

Open Source Contributions

Full Stack Engineer | SpotiFynd – A Music Discovery Game

2022

- Constructed a RESTful API using Node.js in conjunction with Express, using the middleware design pattern of modularized routers, controllers, and error handlers to support extensive HTTP requests to numerous endpoints
- Configured Vite for faster builds and reduction of code complexity by using hot module replacement and native support for JSX
- Implemented Oauth through Spotify in order to safely acquire user account information to provide a personalized experience for users while minimizing the risk of compromising sensitive user data

Full Stack Engineer | WOOP – Road Trip Cost Estimator

2021

- Leveraged Express' lightweight framework for its performant and scalable properties in order to account for any number of HTTP requests while employing a middleware design pattern to incorporate error handling and ensure requests and responses to be handled in a logical and intuitive fashion
- Used React components for their reusability and modularized components in a container structure to build out the front end
- Utilized Redux to ensure a single source of truth for state management to future proof the codebase and enable scalability for the application
- Connected a NoSQL Database for its flexible schema design to reduce API calls and provide rapid scalability through leveraging MongoDB's high availability and quick data access

Full Stack Engineer | RestauWant – A Restaurant Discovery Application

2021

- Utilized Jest Testing Library for unit testing, Puppeteer for E2E testing, and SuperTest for API testing to incorporate a fully test driven development environment in order to future proof the codebase against potential bugs
- Incorporated CSS Tailwind to enhance UI elements and modernize design to provide an elevated user experience

Public Talks

EcmaScript: Past, Present and Future | Single Sprout Software Engineering Speaker Series Education

Codesmith | *Advanced Engineering Immersive* Stony Brook University | B.S. Polysomnography Technology